

ITEM NO. 2006

AGES 4+



Beastland DragonTM

U N L E A S H T H E F A N T A S Y

I N S T R U C T I O N M A N U A L



Beastland DragonTM

U N L E A S H T H E F A N T A S Y

You are the Dragon Master! The Beastland DragonTM is a fully interactive pet that walks, roams and roars all on its own. Let your dragon explore its new territory or tame your dragon by using the dragon master's remote controller!

Command your dragon to walk in any direction, guard a room, patrol an area or even display its awesome attack action!

First, start by carefully reading this instruction manual to fully understand how your dragon works and interacts!



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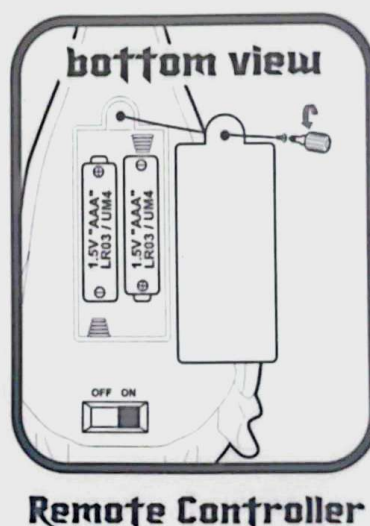
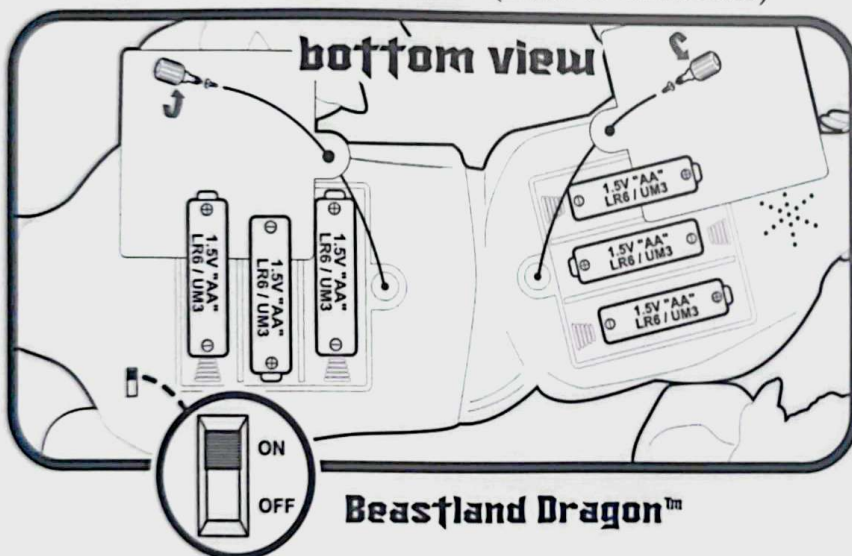
BATTERY INSTALLATION

Your dragon uses battery power to live. Follow the steps below to install the batteries. Please note that when battery power is low, your dragon may not respond to any of your commands from the remote controller, or react to your touch.

1. Remove the battery cover by using a screwdriver as shown.
2. Insert correct battery - as shown in the diagram making sure to match the polarity direction.
3. Replace battery cover.

BATTERY REQUIREMENTS:

- 6 x "AA" 1.5V alkaline batteries (Beastland Dragon)
- 2 x "AAA" 1.5V alkaline batteries (Remote Controller)



IMPORTANT BATTERY INFORMATION

- Do not dispose of batteries in fire, batteries may explode or leak.
- Do not mix old and new batteries.
- Do not mix alkaline, standard (Carbon Zinc) or rechargeable (Nickel-cadmium) batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries should be replaced by adults because of small parts.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries not recommended.

Please note:

- Quality of control function may deteriorate when battery power is low.
- Infra-Red control may be impaired under fluorescent light.

WARNING:

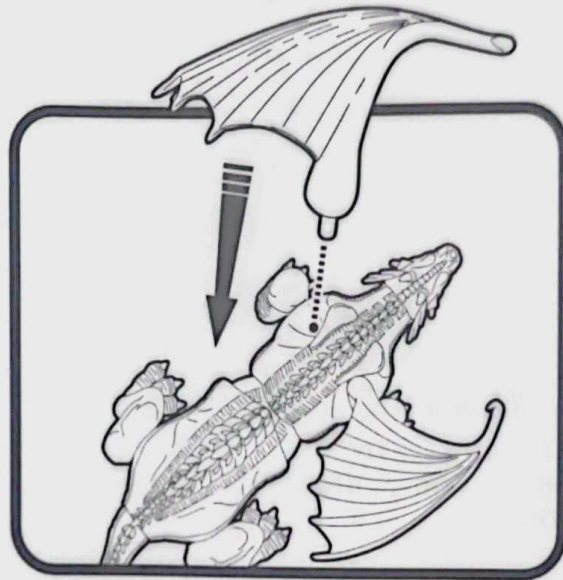
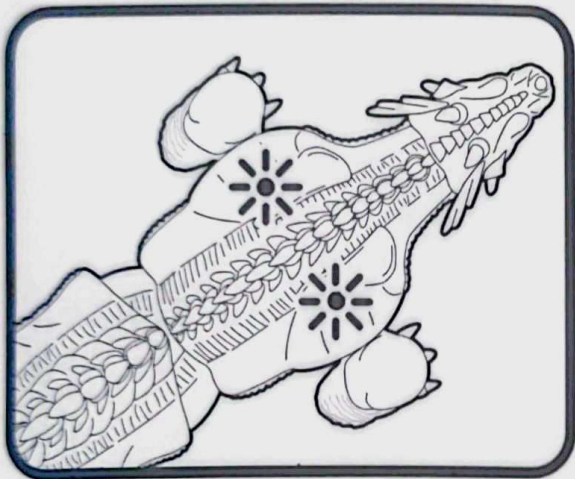
Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



ASSEMBLY

WINGS:

Before you begin to play, attach the dragon's wings by inserting them into the holes as shown.



GETTING TO KNOW YOUR BEASTLAND DRAGON™

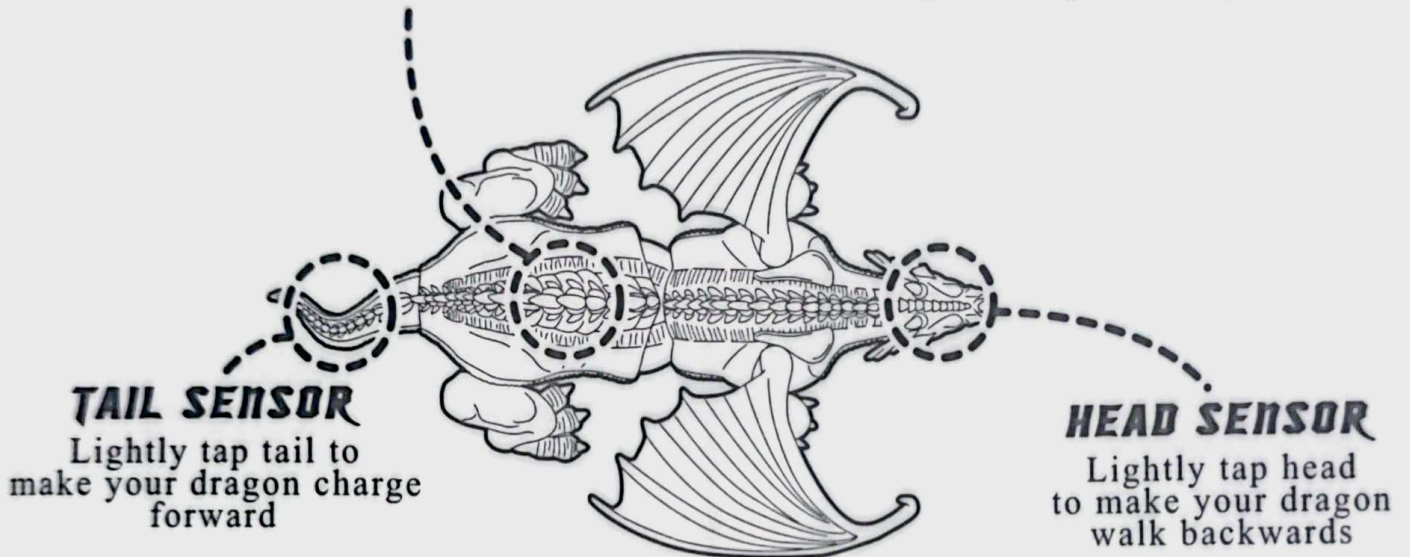
Turn on your Beastland Dragon™ and it will come alive with a shake of its waist and a beastly roar! Your dragon likes to roam around in its surroundings, wandering in one direction then another, or stopping for a moment before continuing on its path. Your Beastland Dragon™ has a mind of its own, so watch how it behaves in its new home!



Your dragon also reacts to touch, try touching the sensors on the head, back or tail and see how your dragon reacts!

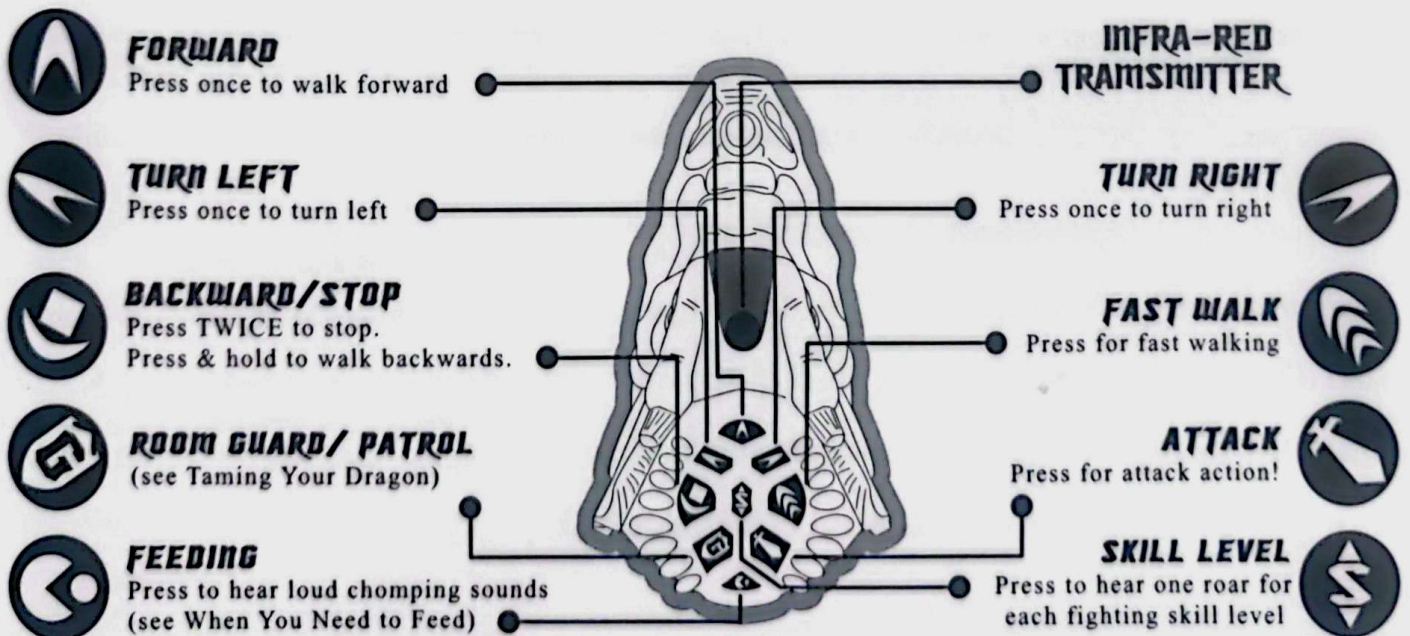
BACK SENSOR

Press once to make your dragon briefly stop moving.
Hold the back area for 30 seconds and your dragon will go to sleep.



DRAGON MASTER'S REMOTE CONTROLLER

You are the master of a Beastland Dragon™. Tame your dragon by using the remote controller!

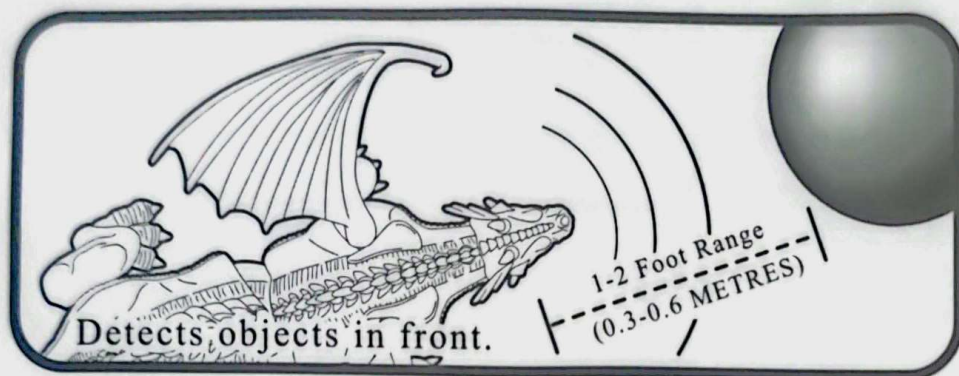


TIP: Remember that your dragon is controlled by infra-red signals and any object between you and your dragon can cause interference. For best results, keep a clear line of sight between you and your dragon.

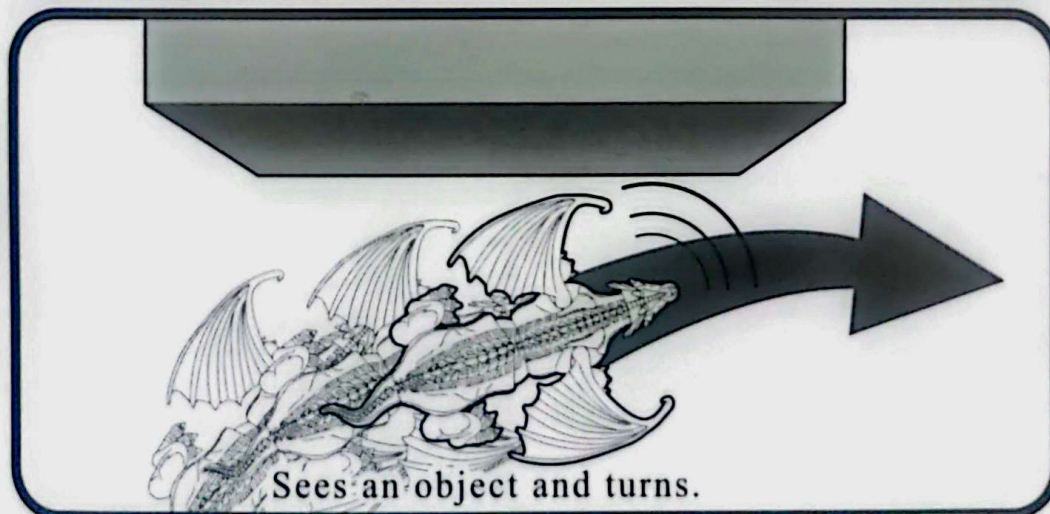
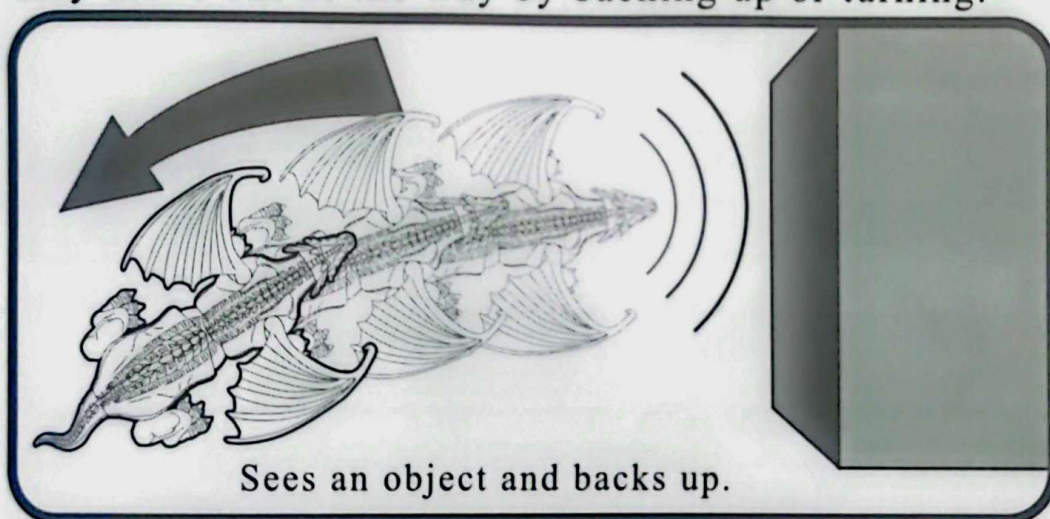


ROAMING THE LAND

Your Beastland Dragon™ likes to roam the land and explore its new surroundings. With its Unique Vision System or body sensors, your dragon can walk on its own, moving around objects.



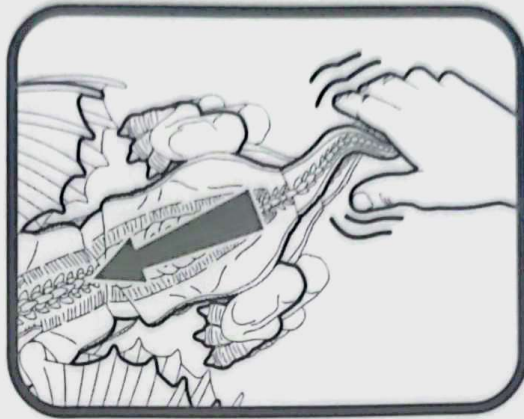
When an object is detected through the Vision System, your dragon may move out of the way by backing up or turning.



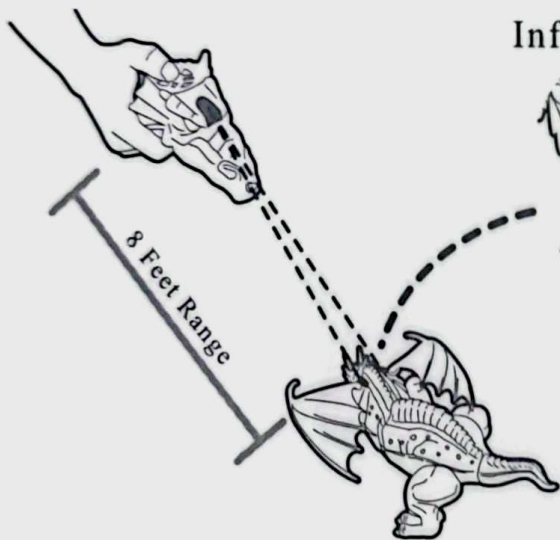
It also backs up if something hits the dragon's head.



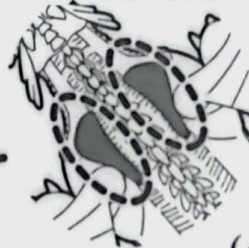
Tap your dragon's tail and it will charge forward.



USING THE REMOTE CONTROLLER



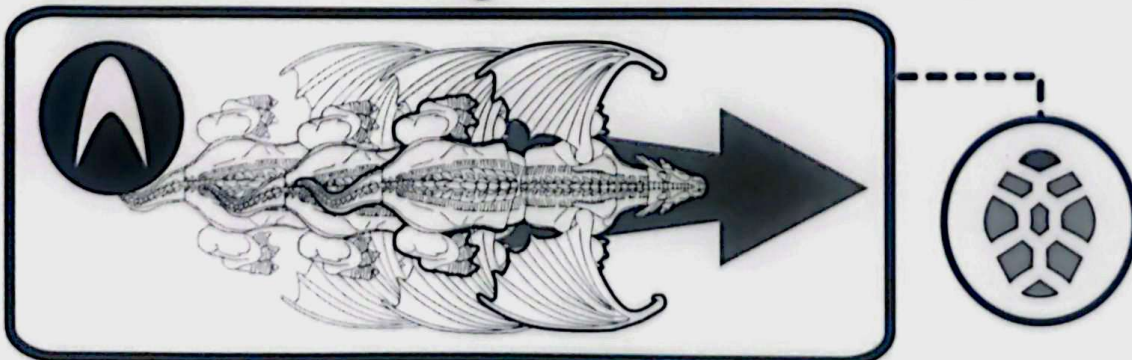
Infra-red receiver



Tame your dragon by using the remote controller. For best results, point the controller directly at the dragon's infra-red receiver (on its back) and hold the controller about 3 feet high (1 metre) and within a range of 8 feet (2.5 metres). Try not to stand too closely in front of the dragon, it may 'see' you and start backing up.

TIP: Remember that your dragon is controlled by infra-red signals and any object between you and your dragon can cause interference. For best results, keep a clear line of sight between you and your dragon.

1. Press this button once  to walk forward. Press again to repeat motion.





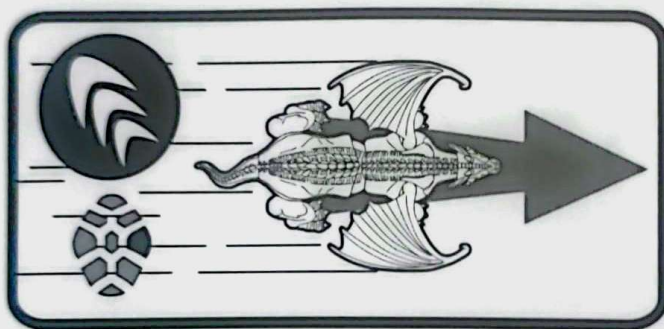
2. Press this button once  to turn towards the left.



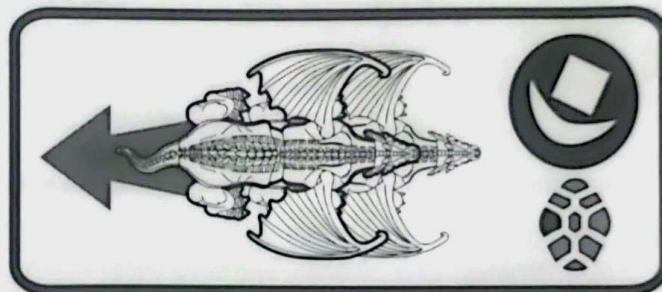
3. Press this button once  to turn towards the right.



4. Press this button  to quickly charge forward.



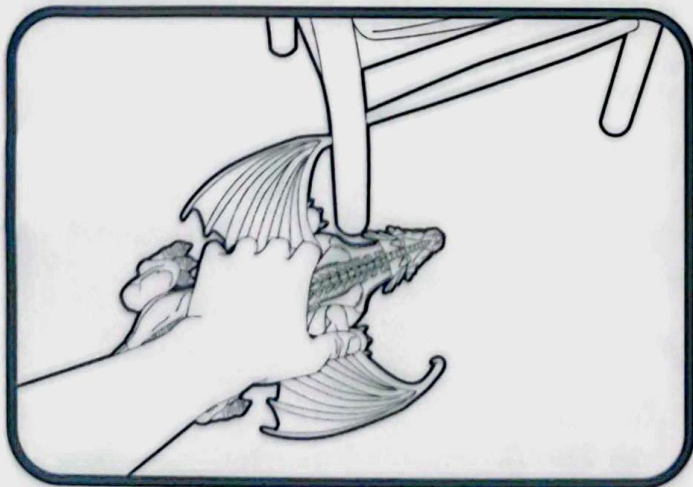
5. To stop for a few seconds, press this button  ONCE. To walk backwards, press and hold the same button.



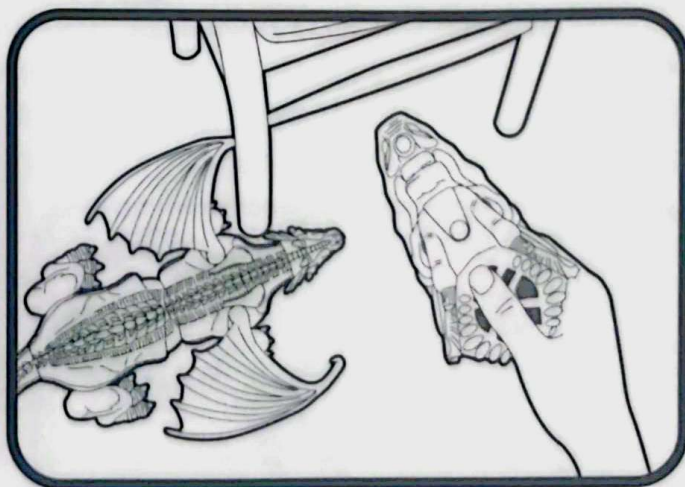
NOTE: If you are having difficulty taming your dragon when you use the remote controller, your dragon may be 'seeing' other objects near by and trying to move out of the way.

WHEN YOUR DRAGON GETS TRAPPED

Help your dragon! Sometimes your dragon gets trapped in a corner or its foot may get caught. This can happen when objects are low on the ground and your dragon has difficulty 'seeing' them.



Move the dragon with your hand.



Use the remote controller to maneuver out of a trapped space.

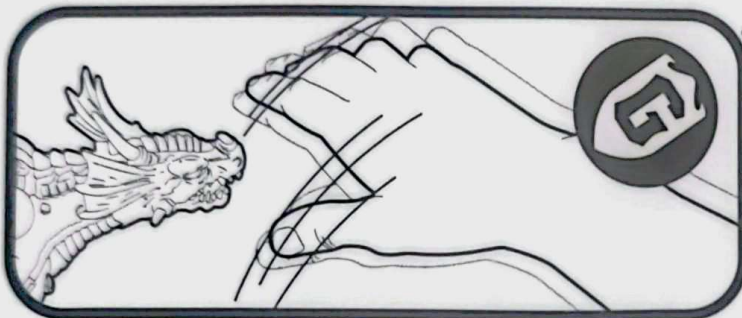


TAMING YOUR DRAGON

Tame the dragon! Use the dragon master's remote controller to make your dragon guard a room, patrol an area, attack at will, or even improve its fighting skill!

ROOM GUARD MODE

To activate the Room Guard Mode, press the ROOM GUARD  button ONCE. This commands your dragon to stop moving and wait for an intruder to pass in front of its red eyes.



Press once

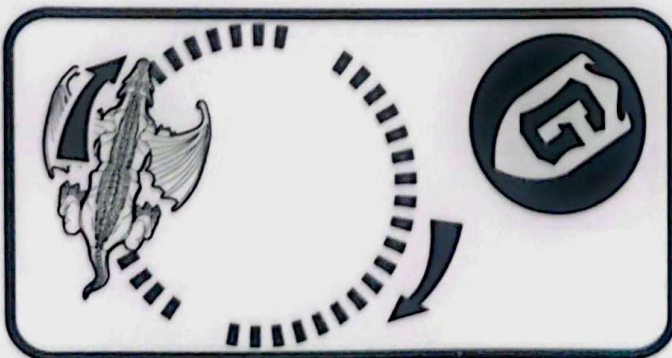
When your dragon detects motion, it will charge forward letting out a ferocious roar!

Your dragon will be on guard for about 5 minutes and will NOT RESPOND TO THE REMOTE CONTROLLER. To quit Room Guard Mode, tap the dragon's head or tail.

TIP: In Room Guard Mode, make sure that your dragon is guarding an area that is free of objects (about 5 feet in front). Objects that are near may trigger the Room Guard Sensor and make your dragon attack!

PATROL AN AREA

Command your dragon to patrol an area by pressing and holding the ROOM GUARD / PATROL  button for about 3 seconds. You will first hear a loud roar and then your dragon will briefly stop moving (about 5-10 seconds). Then it will silently patrol a small area for about 5 minutes, circling around and occasionally stopping to look out for intruders!



Press & hold



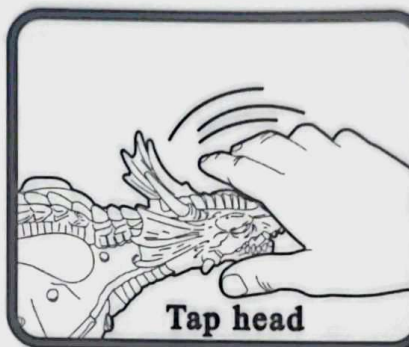
Detecting An Intruder:

1. Each time your dragon stops walking, its motion detectors are activated.
2. If motion is detected in front, it should attack by charging forward and roaring! If no motion is detected, then it should continue patrolling the area.

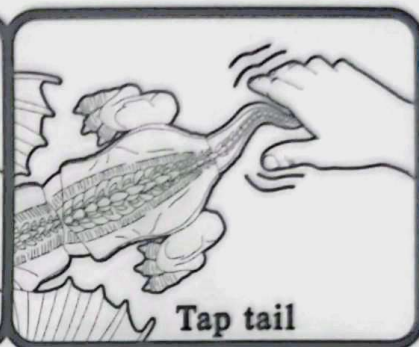
To Stop Patrolling:



1. First wait for your dragon to stop.



Tap head



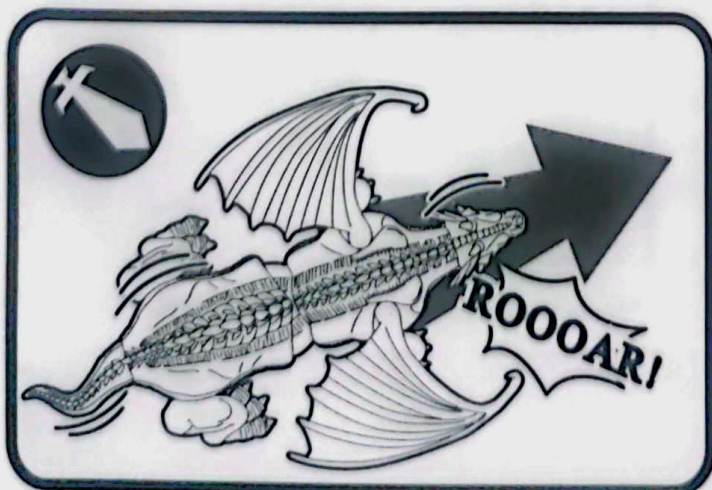
Tap tail

2. Then tap the head or tail.

TIP: When you put your dragon on Patrol, make sure you are playing in a large clear area. The dragon's Vision System will not be activated and it may not see objects in its way.

ATTACK ACTION

Command your dragon to attack! Press the ATTACK  button and your dragon will display its awesome attack action and finish by scraping the ground with its claws! Your dragon may be tired now and stop to rest for a few seconds.



TRAINING

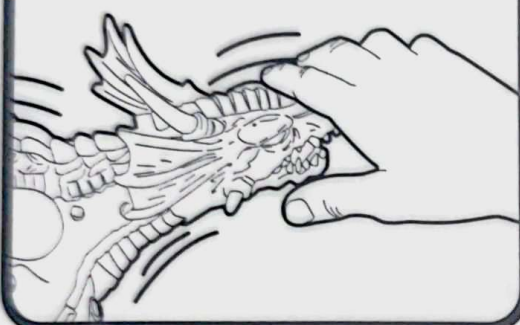
Train your dragon's fighting skills! The higher its fighting skills, the more chance your dragon has against another ferocious Beastland Dragon™!



Training:

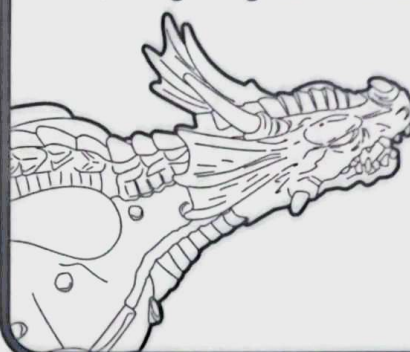
1. Training has started when your dragon shakes its body just after tapping.
2. It charges forward and scratches the ground with its claws.
3. Then it stops moving for a few seconds.
4. Now is the moment when levels are increased or lost. If the dragon's head is touched or tapped (which simulates fighting), then fighting skills will be lost. If the dragon's head is free and clear, then fighting skills may be increased.

When the head is touched or tapped, fighting skills are lost.



When fighting skills are lost, your dragon will make a high-pitched howl and retreat from the area.

When the head is free and clear, a fighting skill is increased.



When a fighting skill is increased, your dragon will have a victory dance and let out a roar, then continue on its journey.

TIP: If you train your dragon too much, it will become weak and lose fighting skills, even after a victory dance. See how strong your dragon is!

To Check Your Dragon's Fighting Skill

1. Press the SKILL LEVEL  button.
2. Each high pitch roar you hear represents one Fighting Skill. If you hear 1 roar, then your dragon is at Fighting Skill 1. If you hear 3 roars, then it's at Fighting Skill 3.



IMPORTANT: Your dragon will reset to Fighting Skill 1 if power is turned off.



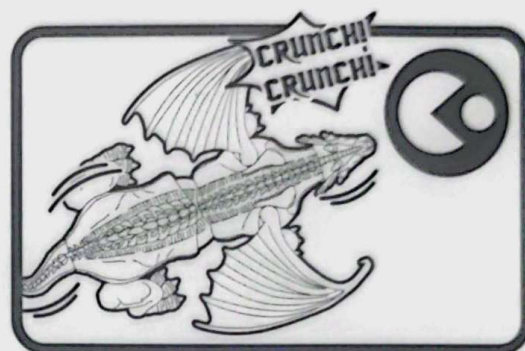
WHEN YOU NEED TO FEED

Just like other animals, your dragon will get hungry and need to be fed. About every 20 minutes (or since the last feeding), you will notice that your dragon is hungry when it is frequently shaking its body and **WALKING VERY SLOWLY**.

To Feed:

1. Press the FEEDING  button on the controller.
2. As your dragon is feeding, it will make loud chomping sounds and shake its body.
3. Now your dragon has been fed and will return to normal.

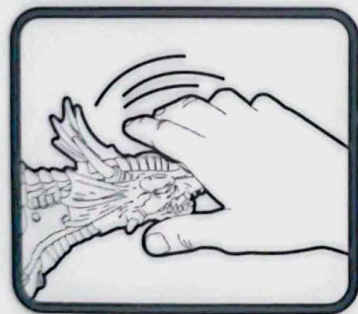
If you do not feed your dragon within about 5 minutes after it has become hungry, your dragon will become tired and go to sleep as well as **LOSE ONE FIGHTING SKILL LEVEL**.



SLEEPING

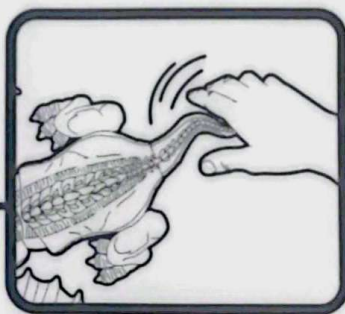
About 5 minutes after your dragon is hungry (and has not been fed), it gets tired and will go to sleep. Your dragon is a light sleeper and still blinks its eyes, ready to awaken at any moment!

To Wake Up:



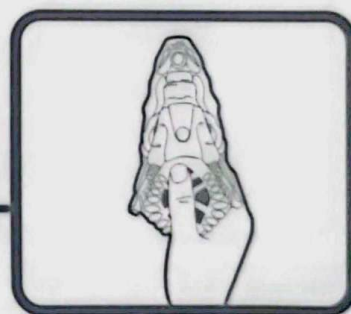
Tap head

OR



Tap tail

OR



Press any button

POWER DOWN MODE

After sleeping for about 30 minutes, your dragon will go into Power Down Mode. To wake up your dragon in Power Down Mode, you will need to reset it.

To Reset:

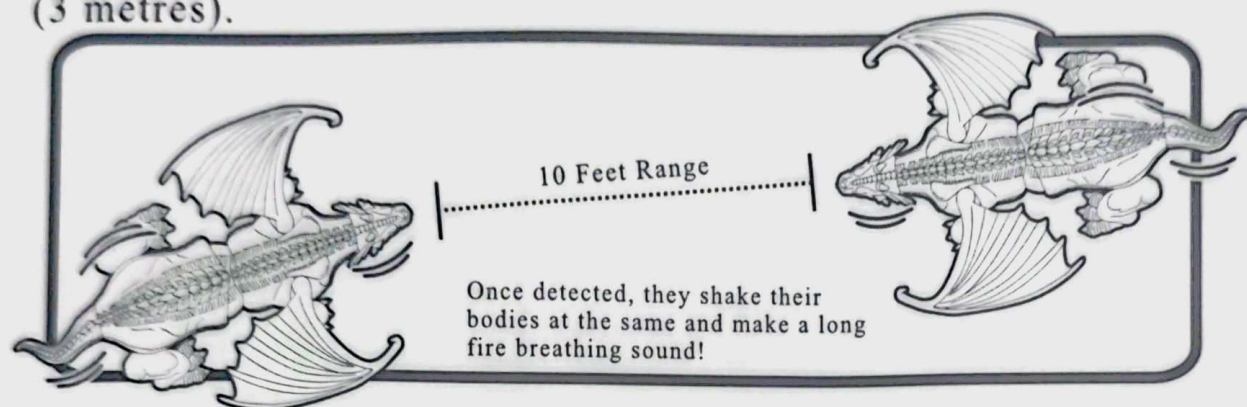
1. Turn the Power On/Off switch to OFF located on the underside of the body.
2. Then turn the Power On/Off switch back to ON.
3. Your dragon should be well rested and go back to normal.

IMPORTANT: If at any time, your dragon behaves erratically or goes out of control, **RESET** your dragon and it should return to normal.

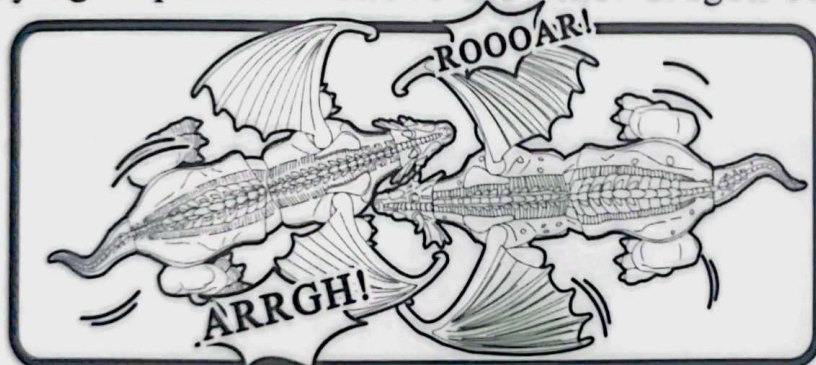


FIGHTING OTHER BEASTLAND DRAGONS™

Make two dragons fight! If two Beastland Dragons™ are in the same room, they may detect each other if they are within about a 10 foot range (3 metres).



Then they follow each other's signals and try to make contact! When fighting begins, they wiggle their bodies again and then CHARGE, trying to push and shove the other dragon out of the way!



Fights Won & Lost:

1. When a dragon wins, it does a quick body-twisting dance and its Fighting Skill increases.
2. When a dragon loses, it makes a high-pitched howl and retreats. Its strength weakens and loses fighting skills.
3. Check your dragon's Fighting Skill level by pressing the SKILL LEVEL  on the remote controller.
4. It is possible that both dragons win or both dragons lose in the same fight.

TIP: Beastland Dragons™ can best 'sense' each other when they are directly facing each other. Use your hand or the remote controller to help them detect one another.

IMPORTANT: Your dragon will reset to Fighting Skill 1 if power is turned off. Remember that dragons may get weak after fighting too much and sometimes after a victory dance, they can lose fighting skills.



TROUBLE SHOOTING

Your Beastland Dragon™ is designed for fun and play. If you are having trouble with your dragon, try checking these areas:

Problem

Solution

1.	My dragon does not respond to the controller.	a. Check that your dragon and remote controller are turned on. b. For best results, keep a clear line of sight between the controller and dragon. Point the infra-red transmitter on the controller directly at the infra-red receiver on the dragon's back and keep within 8 feet (2.5 metres). c. You may be standing too closely in front of your dragon. It may 'see' you and be trying to move out of the way. Try standing to the side of your dragon when you use the controller. d. Your dragon plays best indoors and may not respond in direct sunlight or fluorescent lighting. e. Instead of following your commands, your dragon is 'seeing' objects and trying to move out of the way. We recommend to play in large areas free of too many objects. f. Try re-setting your dragon by turning the power off and then back on again. g. If your dragon still does not respond, battery power may be low. Replace batteries with fresh Alkaline batteries.
2.	My dragon does not react when I tap its head, back or tail.	a. For the head sensor, your dragon may be 'seeing' objects and be trying to walk and turn while also trying to back up. Try playing in an area that is free of too many objects. b. See solutions 1e, 1f, and 1g above.
3.	My dragon is having difficulty walking or backing up.	a. Your dragon may have difficulty walking on thick carpets or slippery surfaces. For best results, play on low pile carpets.
4.	My dragon is walking slowly.	a. When your dragon is hungry, it will start to walk slowly and shake its body. Press the FEEDING button and your dragon should return to normal. b. Battery power may be low. Replace batteries with fresh Alkaline batteries.
5.	During Room Guard Mode, my dragon does not detect motion.	a. It is difficult for your dragon to detect fast motion that quickly passes in front of it. Make sure that motion is slow (ie. slowly wave your hand). b. It is difficult for your dragon to see dark colors (ie. dark blue jeans). Your dragon can best detect objects and intruders in light colors (ie. white or yellow).





WowWee[®]
...anything else is just a toy



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